User Guide for Artlantis Studio and Artlantis Render Export Add-ons

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Export from ArchiCAD 12 to Artlantis Render 3 and Artlantis Studio 3

Foreword

Use this add-on to export the ArchiCAD 12 model into Artlantis Render and Studio 3.

Although this add-on is installed by default with ArchiCAD, the add-on remains the property of Abvent R&D, which ensures its development and maintenance. In case of problems, please contact technical support: *www.artlantis.com*

Configuration

Minimum requirements: Artlantis Render 3 or Artlantis Studio 3 installed. The add-on creates files in .atl file format. Note that file version 3 is incompatible with the old Artlantis 2/1.2 versions, as well with the old Art*lantis 4.5 version.

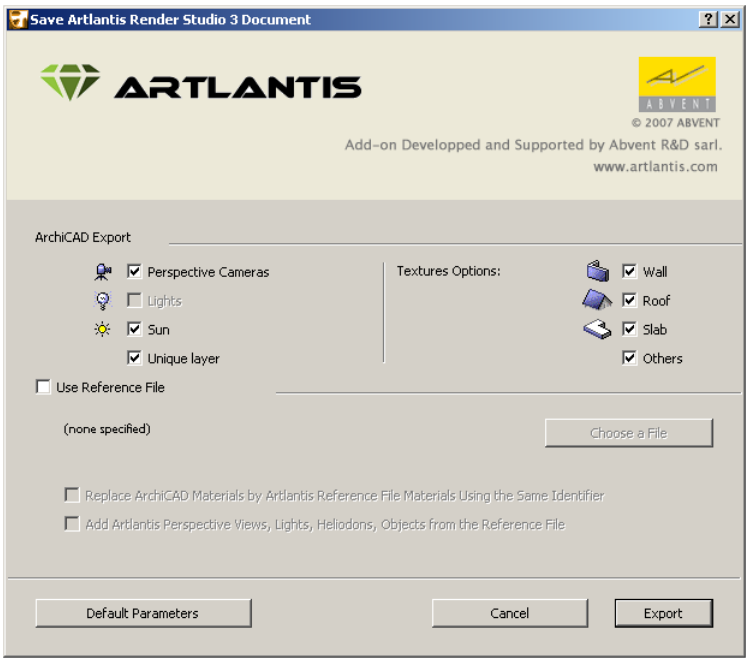
How to use

The export dialog

1) Display the perspective 3D view in ArchiCAD and select the **File** > **Save as...** command

2) In the file format list, choose the « **Artlantis Render Studio 3** » option.

3) Click on the **Save** button, and the Export dialog box will be displayed:



The export dialog allows you to:

- **Create** a new .atl file.
- **Update** an .atl file already sent into Artlantis.

Creating a new file

Perspective Cameras, Lights, Sun: Check the items to export.

- **Perspectives Cameras:** All cameras created in ArchiCAD will appear on Artlantis's Perspectives Inspector List.
- **Lights***: All lamps inserted into the ArchiCAD project will appear on Artlantis's Lights Inspector List.
- **Sun***: The heliodon (geographical position, date and time) will appear on Artlantis's Heliodons Inspector List.
- **Unique Layer:** If checked, all the ArchiCAD layers are exported into a single layer to Artlantis. If unchecked, all the ArchiCAD layers will be recovered into the Layers list of the Artlantis Objects Inspector.

  ***Note:** If the Lights or Sun controls are disabled on the export dialog, open the ArchiCAD **PhotoRendering Settings** dialog box (**Document > Creative Imaging**), activate the **Internal Rendering Engine** and switch ON the appropriate light source.

Texture Options:

- **Wall, Roof, Slab, Others*:** Textures associated with the ArchiCAD materials will be exported.

  ***Note:** The **Others** option includes all ArchiCAD tools such as Column, Beam, Stair, Door, Window, as well as Mesh and Object.

Update an .atl file already sent into Artlantis

All controls described in the "Creating new file section" are also valid here!

Select the "**Use Reference File"** option, and click on the "**Choose a File"** button. Then select the .atl reference file.

Available options:

- Replace ArchiCAD Materials with Artlantis Reference File Materials Using the Same Identifier
- Add Artlantis Perspective Views, Lights, Heliodons, Objects from the Reference File

  Note: If the "Replace ArchiCAD Materials with Artlantis Reference File Materials Using the same Identifier" and the "Add Artlantis Views, Lights, Heliodons, Objects from the Reference File" options are selected, only those newly created ArchiCAD elements (new geometry, new viewpoints, new lamps, new heliodon) will be exported from ArchiCAD that are not part of the reference file. All outgoing items will be used from the reference file.

Remarks

By default, curved ArchiCAD elements exported into Artlantis are never smoothed. To smooth the curves in Artlantis, go to the **Shaders inspector** tab "**Advanced Parameters**" area, select the needed material, and use the "**Smoothness**" slider.

More information

For more information, please visit: *http://www.artlantis.com/index.php?langue=en*

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